CMPS 312

Declarative UI using Jetpack Compose

Dr. Abdelkarim Erradi

CSE@QU

Outline

1. Jetpack Compose Key Concepts
2. UI Components
3. Modifiers
4. Layouts
5. State

Jetpack Compose Key Concepts

https://developer.android.com/jetpack/compose/mental-model

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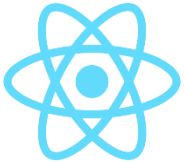
Declarative UI is a major trend

- Describe WHAT to see NOT HOW

Flutter: Google's UI toolkit for building natively compiled applications for mobile, web and desktop from a single codebase

SwiftUI: Apple’s new declarative framework for creating apps that run on iOS



React: A JavaScript library for building user interfaces

Jetpack Compose: a **modern toolkit** for building native Android UI (released July 2021)

Jetpack Compose

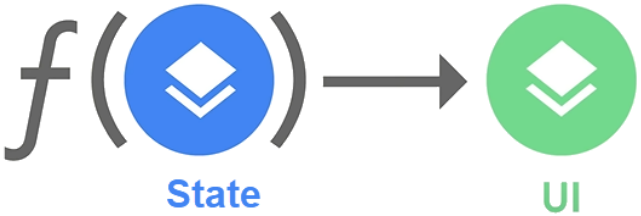
- Jetpack Compose is a **modern UI toolkit** for Android
  - It simplifies UI development with less code and intuitive Kotlin APIs that follow best practices
- A **declarative component-based programming model**
  - UI is built using composable functions
    - Each function define a piece the app's UI programmatically by **describing WHAT to see** (layout/ look and feel) **NOT HOW**
  - As state changes the UI automatically updates (Reactive UI)

(without imperatively mutating UI views)

  - Inspired by/similar to other declarative UI frameworks such as React and Flutter

How to define a piece of UI?

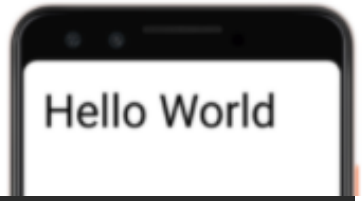
- UI is **composed** of small reusable **components**
- UI Component = Composable **function**:
  - Just a function annotated with **@Composable**
  - Takes some inputs and emits a piece of UI
  - Describes the desired screen state (**WHAT to see)**
    - Compiler takes care of the HOW and constructs UI widgets
  - Converts the input data into UI



  - **UI = f(state) : UI is a visual representation of state**
    (e.g., display a tweet and associated comments)
  - **State changes trigger automatic update of the UI**

UI as a function

String → `fun Greeting(name: String) = println("Hello, $name")` → stdout

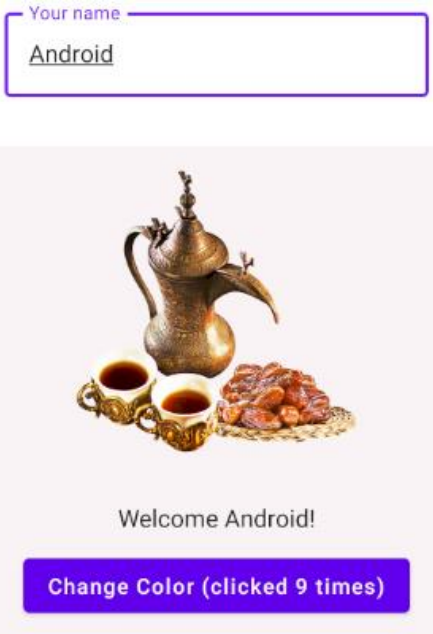


Mark as a composable

Data → `@Composable fun Greeting(name: String) = Text("Hello, $name")` → UI

Greeting function uses the input data to render a Text widget on the screen

UI = Composition of UI functions



- The top-level composable function describes the UI by calling other composables and passing them the appropriate data

```
@Composable
fun WelcomeScreen() {
    var userName by remember { mutableStateOf( value: "Android") }
    Column { this: ColumnScope
        NameEditor(name = userName, nameChange = { newName -> userName = newName })
        Welcome(userName)
    }
}

@Composable
fun NameEditor(name: String, nameChange: (String) -> Unit) {...}

@Composable
fun Welcome(name: String) {...}
```

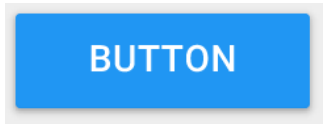
App Entry Point

- When the app launches it creates and starts the *Main Activity (specified in AndroidManifest.xml)*
- The **Activity** acts as a container to load the UI **main screen** using **setContent** in the **onCreate** method

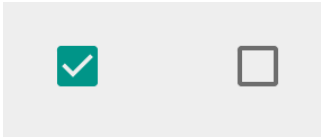
```
class MainActivity : ComponentActivity() {
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        setContent {
            MyAppTheme {
                Surface(color = MaterialTheme.colors.background) {
                    Greeting("Android")
                }
            }
        }
    }
}

@Composable
fun Greeting(name: String) {
    Text(stringResource(R.string.hello, name))
}
```

UI Components

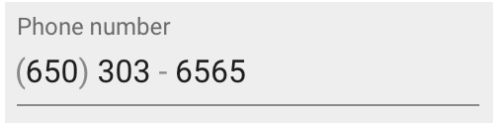
Button



CheckBox



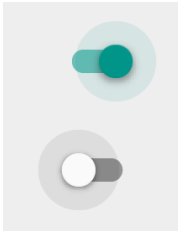
TextField

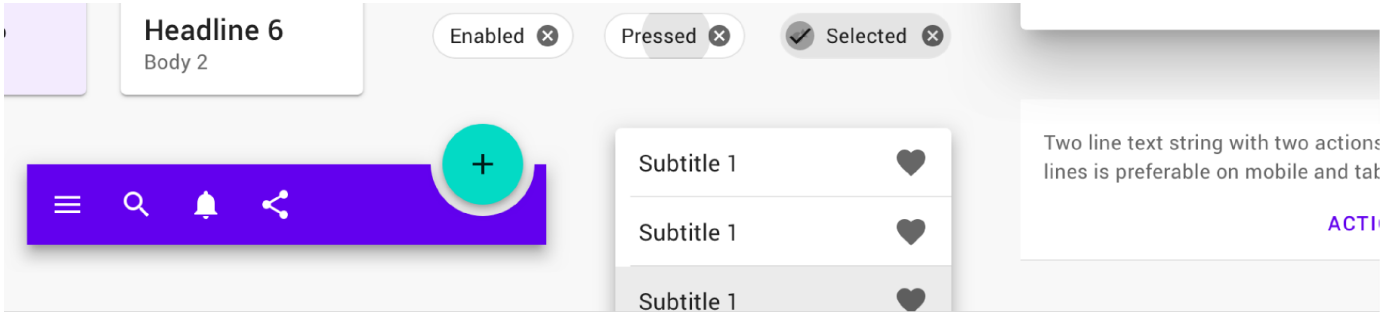


RadioButton

Slider

Switch





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Full list available at this link

Text box

- **`Text()`** displays a simple text

```
Text(
    text = "Jetpack Compose",
    style = MaterialTheme.typography.h4
)
```

Jetpack Compose

```
Text(
    text = "سور القرآن الكريم",
    textAlign = TextAlign.Center,
    modifier = Modifier.fillMaxWidth(),
    style = TextStyle(
        fontWeight = FontWeight.Bold,
        fontSize = 24.sp,
        color = Color.Blue,
        textDirection = TextDirection.Rtl
    )
)
```

سور القرآن الكريم

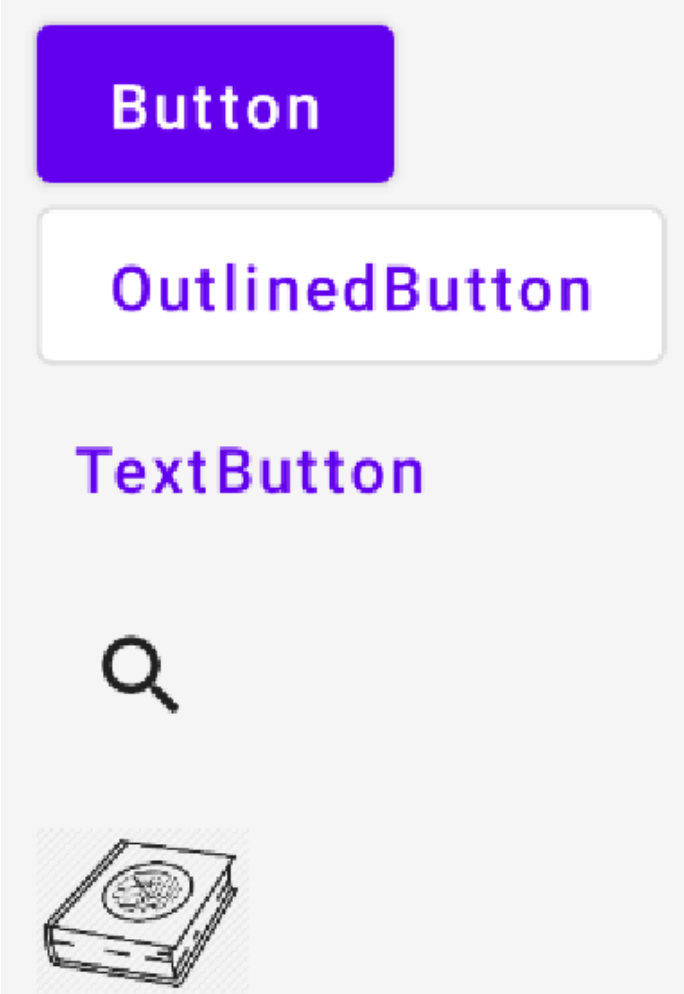
TextField

- **`TextField()`** collects input from a user. For more styling options, use **`OutlinedTextField()`**

```
@Composable
fun NameEditor(name: String, onNameChange: (String) -> Unit) {
    OutlinedTextField(
        value = name,
        onValueChange = onNameChange,
        label = { Text("Your name") }
    )
}
```

Button

```
Button(onClick = {}) {
    Text("Button")
}

OutlinedButton(onClick = {}) {
    Text("OutlinedButton")
}

TextButton(onClick = {}) {
    Text("TextButton")
}

// Search icons @ https://fonts.google.com/icons
IconButton(onClick = { }) {
    Icon(
        Icons.Outlined.Search,
        contentDescription = "Search",
    )
}

IconButton(onClick = { }) {
    Icon(painterResource(id = R.drawable.ic_quran), "Quran")
}
```



Image

- Displays an image from the res/drawable folder

```
Image(painter =
    painterResource(R.drawable.img_compose_logo),
    contentDescription = "Jetpack compose logo",
    modifier = Modifier.height(300.dp))
```

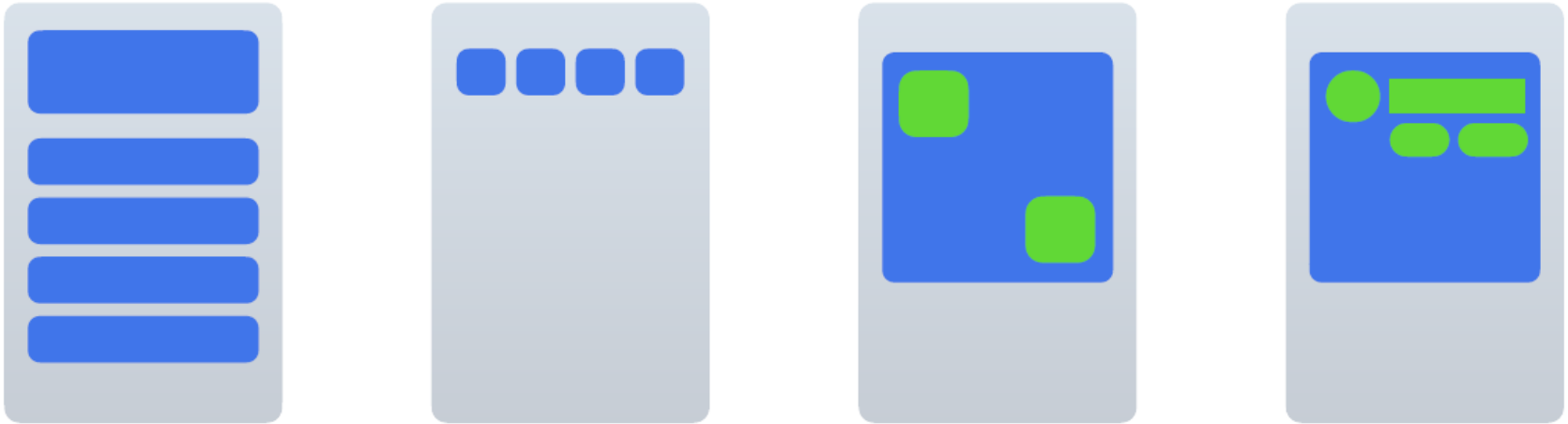
Other Basic UI Components

- **`RadioButton()`** allows selecting from multiple choices
- **`CheckBox()`**

Layouts

Layouts

- Use a Layout to **position** UI elements on the screen
- **`Row`** - position elements horizontally
- **`Column`** - position elements vertically
- **`Box`** - position elements in the corners of the screen or stack them on top of each other



Row & Column Example

- Group multiple basic layouts to create a more complex screen
- Use vertical or horizontal Arrangement to change the position of elements inside the Row or Column

```
@Composable
fun ArtistCard(artist: Artist) {
    Row(verticalAlignment = Alignment.CenterVertically) {
        Image(/*...*/)
        Column {
            Text(artist.name)
            Text(artist.lastSeenOnline)
        }
    }
}
```

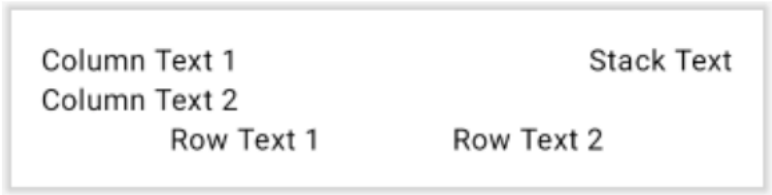
Alfred Sisley
3 minutes ago

Box Example

```
@Composable
fun ArtistAvatar(artist: Artist) {
    Box {
        Image(/*...*/)
        Icon(/*...*/)
    }
}
```

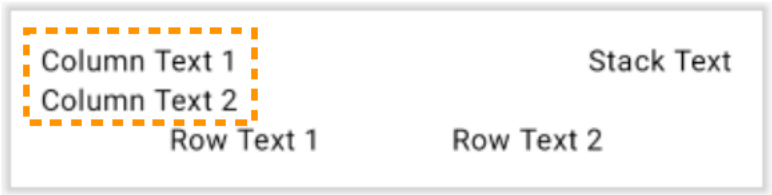
Box Example (1 of 4)

```
Box(modifier = Modifier.fillMaxWidth()) {
    Column(
        modifier = Modifier
            .padding(16.dp)
            .fillMaxWidth()
    ) {
        Text("Column Text 1")
        Text("Column Text 2")

        Row(
            modifier = Modifier.fillMaxWidth(),
            horizontalArrangement = Arrangement.SpaceEvenly
        ) {
            Text(text = "Row Text 1")
            Text(text = "Row Text 2")
        }
    }
    Text(
        "Stack Text",
        modifier = Modifier
            .align(Alignment.TopEnd)
            .padding(end = 16.dp, top = 16.dp)
    )
}
```



Box Example (2 of 4)

```
Box(modifier = Modifier.fillMaxWidth()) {
    Column(
        modifier = Modifier
            .padding(16.dp)
            .fillMaxWidth()
    ) {
        Text("Column Text 1")
        Text("Column Text 2")

        Row(
            modifier = Modifier.fillMaxWidth(),
            horizontalArrangement = Arrangement.SpaceEvenly
        ) {
            Text(text = "Row Text 1")
            Text(text = "Row Text 2")
        }
    }
    Text(
        "Stack Text",
        modifier = Modifier
            .align(Alignment.TopEnd)
            .padding(end = 16.dp, top = 16.dp)
    )
}
```

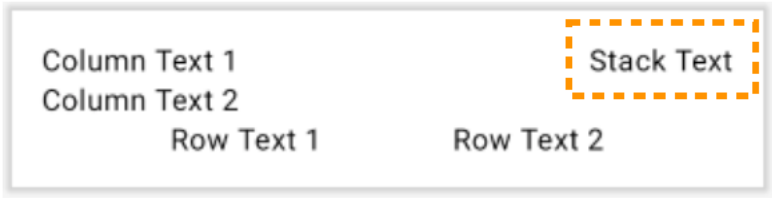


Box Example (3 of 4)

```
Box(modifier = Modifier.fillMaxWidth()) {
    Column(
        modifier = Modifier
            .padding(16.dp)
            .fillMaxWidth()
    ) {
        Text("Column Text 1")
        Text("Column Text 2")

        Row(
            modifier = Modifier.fillMaxWidth(),
            horizontalArrangement = Arrangement.SpaceEvenly
        ) {
            Text(text = "Row Text 1")
            Text(text = "Row Text 2")
        }
    }
    Text(
        "Stack Text",
        modifier = Modifier
            .align(Alignment.TopEnd)
            .padding(end = 16.dp, top = 16.dp)
    )
}
```

Box Example (4 of 4)

```
Box(modifier = Modifier.fillMaxWidth()) {
    Column(
        modifier = Modifier
            .padding(16.dp)
            .fillMaxWidth()
    ) {
        Text("Column Text 1")
        Text("Column Text 2")

        Row(
            modifier = Modifier.fillMaxWidth(),
            horizontalArrangement = Arrangement.SpaceEvenly
        ) {
            Text(text = "Row Text 1")
            Text(text = "Row Text 2")
        }
    }
    Text(
        "Stack Text",
        modifier = Modifier
            .align(Alignment.TopEnd)
            .padding(end = 16.dp, top = 16.dp)
    )
}
```



Surface & Card

- A **Surface** can hold only one child with an option to add a border and elevation
  - Add a layout inside Surface to position multiple elements
- A **Card** is a just a Surface with default parameters

Responsive Layout

- Use the **`weight`** modifier in Row and Column layouts:
  - Use **weights** to change the **proportion** of the screen child elements will use
- `Modifier.fillMaxWidth()` fill available width
- `Modifier.fillMaxHeight()` fill available height
- `Modifier.fillMaxSize()` fill available width and height
- Use Constraint Layout (self-study) for more control for complex scenarios

Modifiers

Modifiers

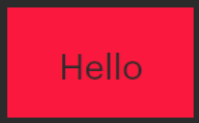
- Modifiers are used to configure and customize the style (i.e., look) or behavior of UI components
  - **Style** UI element such as colors, borders, paddings, layout parameters to control spacing and positioning
  - **Add behavior** to UI elements such as making the element clickable or scrollable
- Several modifiers can be **chained**
  - Each modifier **modifies** the composable and **prepares** it for the next modifier in the chain
  - The **order of modifiers** in the chain matters

Modifiers Chain

- Modifiers can be chained and the order matters!
  - Applied in a sequential way and the order impacts the behavior

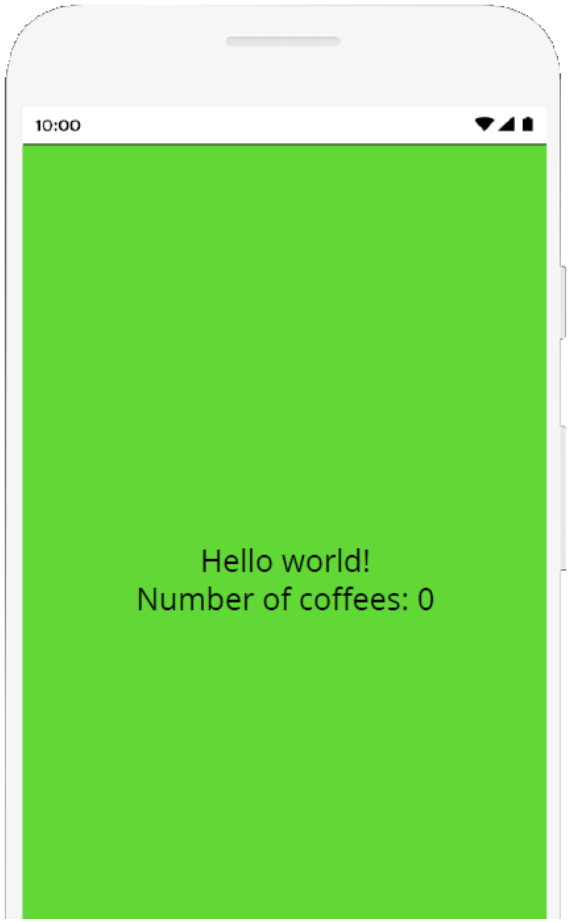
```
Text(
    text = "Hello",
    modifier = Modifier.padding(16.dp)
        .background(color = Color.Red)
)
```


```
Text(
    text = "Hello",
    modifier = Modifier.background(color = Color.Red)
        .padding(16.dp)
)
```

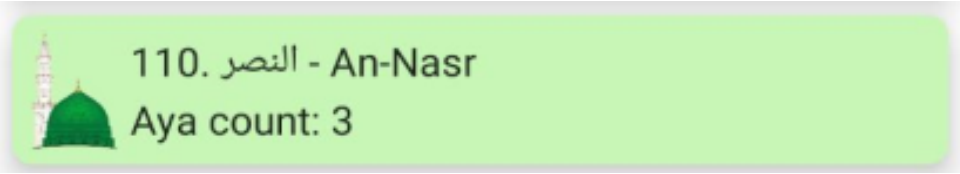


Another Modifier Example

```
@Composable                                                    Kt
fun Greeting(name: String) {
  Column(
    modifier = Modifier.fillMaxSize()
                       .background(Color.Green)
                       .padding(16.dp),
    horizontalAlignment = Alignment.CenterHorizontally,
    verticalArrangement = Arrangement.Center
  ){
    Text(text = "Hello $name!")
    Text(text = "Number of coffees: 0")
  }
}
```

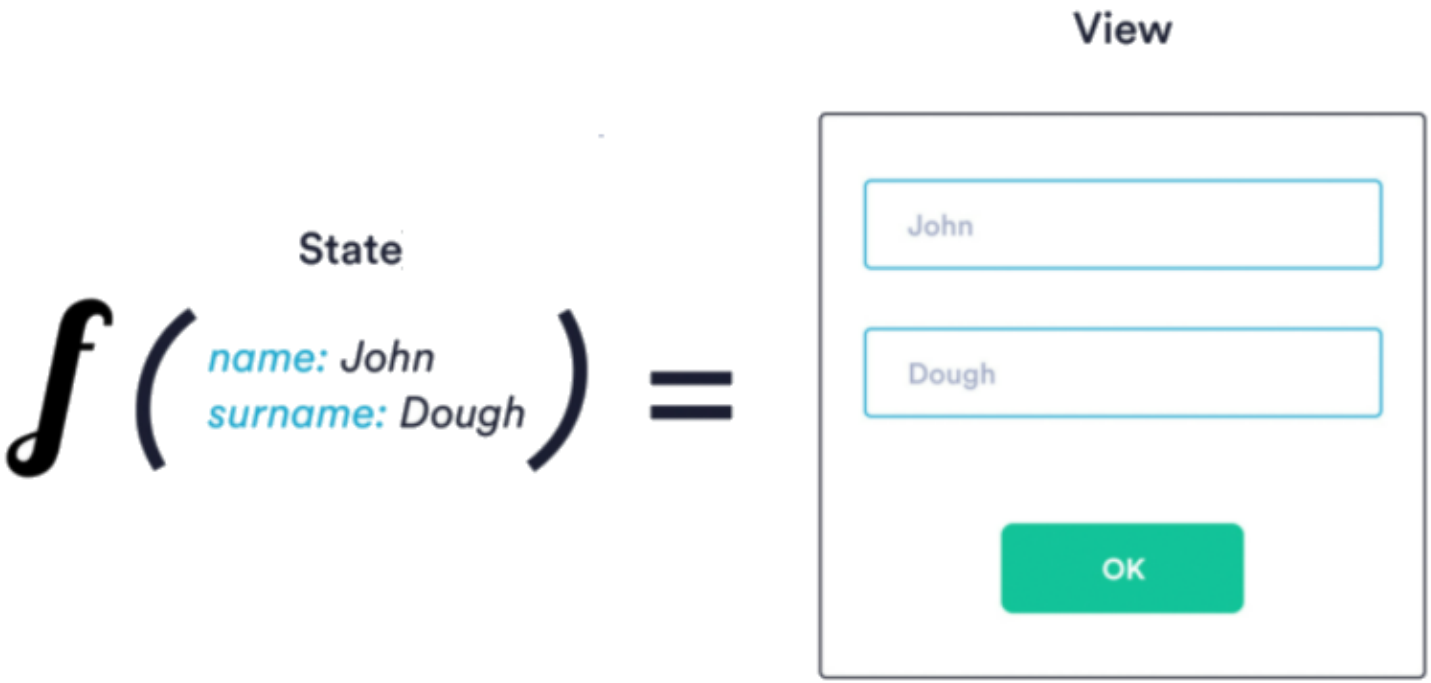


Surah Card




```
@Composable
fun SurahCard(surah: Surah) {
    Card (elevation = 10.dp,
        shape = RoundedCornerShape(8.dp),
        backgroundColor = if (surah.type == "Medinan") lightGreen else lightYellow,
        modifier = Modifier
            .fillMaxWidth()
            .padding(horizontal = 5.dp)
    ) {
        Row (verticalAlignment = Alignment.CenterVertically,
             horizontalArrangement = Arrangement.spacedBy(4.dp),
             modifier = Modifier.padding(5.dp)
        ) {
            val imgResourceId = if (surah.type == "Medinan") R.drawable.ic_madina
                                else R.drawable.ic_mecca
            Image(painter = painterResource(id = imgResourceId),
                  contentDescription = "Surah Type",
                  Modifier.height(50.dp)
            )
            Column(verticalArrangement = Arrangement.spacedBy(2.dp)) {
                Text(text = "${surah.id}. ${surah.name} - ${surah.englishName}")
                Text(text = "Aya count: ${surah.ayaCount}")
            }
        }
    }
```

State



https://developer.android.com/jetpack/compose/state

State

- State = any value that can change overtime
- State variable must be declared as

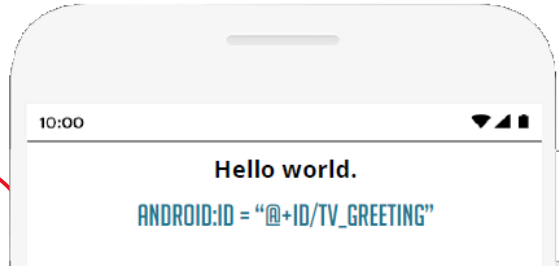
```
var stateVar by remember { mutableStateOf(default) }
```

- **Remember** is used to **store** values of state variable in the composition tree (to preserve the values during the recomposition)
  - the stored value is returned during recomposition
- State variable **are observed** by the Jetpack compose runtime
  - Any value changed in the state will trigger the recomposition of any composable functions that **read value**
  - Every place a state variable is displayed is guaranteed to be auto-updated

Imperative UI vs. Declarative UI

- Imperative UI – call a setter on the view to change its internal state

```
TextView greetings = (TextView) findViewById(R.id.tv_greeting)
greetings.text = "Hello world."
```



- UI in Compose is immutable
  - In compose you cannot access/update UI elements directly (as done in the imperative approach)
  - The only way to update the UI is by updating the state variable(s) used by the UI elements – this triggers automatic UI update
    - E.g., displayed ***greeting text*** can only be changed by updating the ***name*** state variable

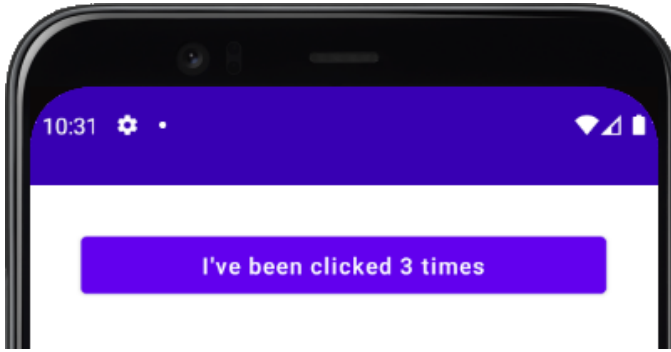
```
@Composable
fun WelcomeScreen() {
    var name by remember { mutableStateOf("Android") }
    Greeting(name)
}
```

```
@Composable
fun Greeting(name: String) {
  Text(text = "Hello $name!")
}
```

Recomposition

- When the user interacts with the UI, the UI raises events such as onClick
  - Those events should notify the app logic, which can then change the app's state
  - When the state changes it causes the composable functions to be automatically called again with the new data => this causes the UI elements to be redrawn
  - This process is called **recomposition**
- The Compose framework can intelligently recompose only the components that changed

Recomposition Example

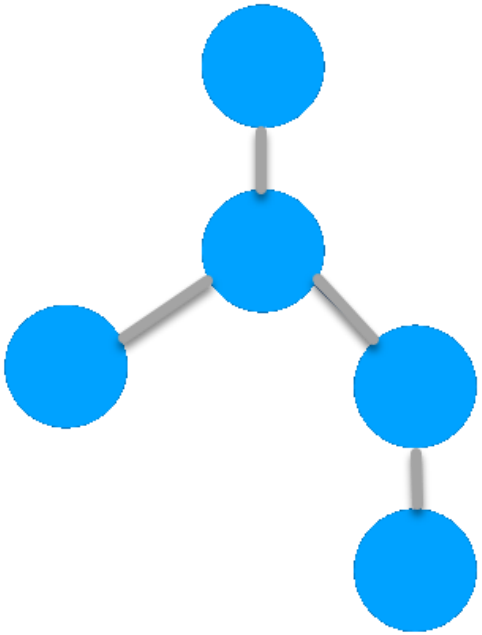


- Every time the button is clicked, the UI raises ***onClick*** event to notify the app logic, which increments **clicksCount** state variable
- This causes a **recomposition** to take place, i.e., the **ClickCounter** function is automatically called again to redrawn the Button

```
@Composable
fun MainScreen() {
    var clicksCount by remember { mutableStateOf(0) }
    ClickCounter(clicks = clicksCount, onClick = { clicksCount += 1 })
}
@Composable
fun ClickCounter(clicks: Int, onClick: () -> Unit) {
    Button(onClick = onClick) {
        Text("I've been clicked $clicks times")
    }
}
```

How recomposition works

1. Creates an abstract representation of the UI and renders it
2. When a change occurs, it creates a new representation
3. Computes the differences between the two representations
4. Renders the differences [if any]



For more details about Jetpack Compose Runtime, watch this video

Stateful versus stateless

- A stateful composable uses **remember** to store an object in the composition tree
  - However, stateful composable tend to be less reusable and harder to test
- A stateless composable that doesn't hold any state
  - The caller controls and manages the state
  - An easy way to achieve stateless is by using **state hoisting**

State Hoisting

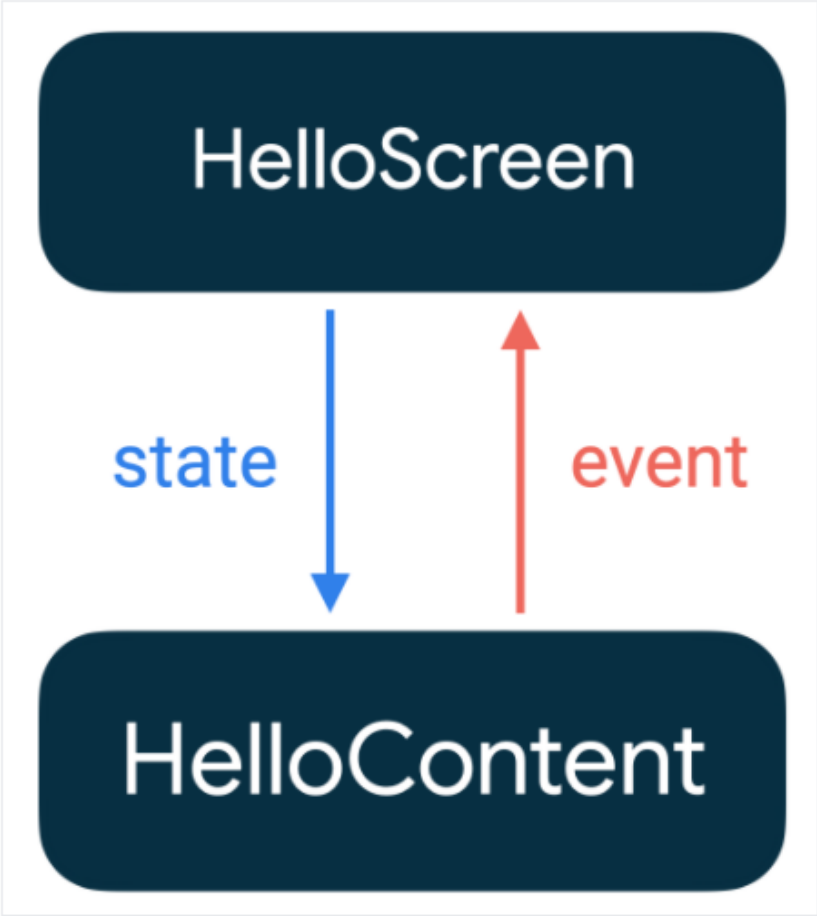
- To make a composable stateless, **extract** its state and **move it to the caller** of the composable
- Then pass the state to the composable as an immutable parameter, along with a callback function that the UI can call to update that state in response to events (e.g., onValueChange, onExpand and onCollapse):
  - `name: String` - the current value to display
  - `onNameChange: (String) -> Unit` - a callback that requests the value to change
- Hoisted state can be shared with multiple composables

State Hoisting - Example

```
@Composable
fun HelloScreen() {
    var name by remember { mutableStateOf("") }

    HelloContent(name = name, onNameChange = { name = it })
}

@Composable
fun HelloContent(name: String, onNameChange: (String) -> Unit) {
    Column(modifier = Modifier.padding(16.dp)) {
        Text(
            text = "Hello, $name",
            modifier = Modifier.padding(bottom = 8.dp),
            style = MaterialTheme.typography.h5
        )
        OutlinedTextField(
            value = name,
            onValueChange = onNameChange,
            label = { Text("Name") }
        )
    }
}
```

Unidirectional Data Flow

= a design where **state flows down and events flow up**



State flows down via function parameters

(i.e., name)

(State change) Events flow up via callback functions

(i.e., onNameChange)

By hoisting the state out of HelloContent, it can be **reused** in different situations, and it is easier to test

Summary

- Declarative UI is the trend for UI development
- UI is composed of small reusable components
- UI Component = Composable function
  - just a function annotated with `@Composable`
- Layout are used to position UI elements
- UI in Compose is immutable
  - It only accepts state & exposes events
  - Unidirectional data flow pattern:
    - State flows down via parameters
    - Events flow up via callbacks

Resources

- Jetpack compose tutorial

https://developer.android.com/jetpack/compose/tutorial

- Jetpack compose Code Labs

https://developer.android.com/courses/pathways/compose

- Jetpack Compose Playground - UI component examples

https://foso.github.io/Jetpack-Compose-Playground/

https://github.com/Foso/Jetpack-Compose-Playground

https://github.com/Gurupreet/ComposeCookBook

- Compose Samples

https://github.com/android/compose-samples